

DIE HARD™

V E N D E T T A



TM

NDA™
productions

Precautions

- This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it.
- This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2.
- Read the PlayStation®2 Instruction Manual carefully to ensure correct usage.
- When inserting this disc in the PlayStation®2 always place it with the required playback side facing down.
- When handling the disc, do not touch the surface. Hold it by the edge.
- Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth.
- Do not leave the disc near heat sources or in direct sunlight or excessive moisture.
- Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

PIRACY

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See back page of this manual for Customer Service Numbers.

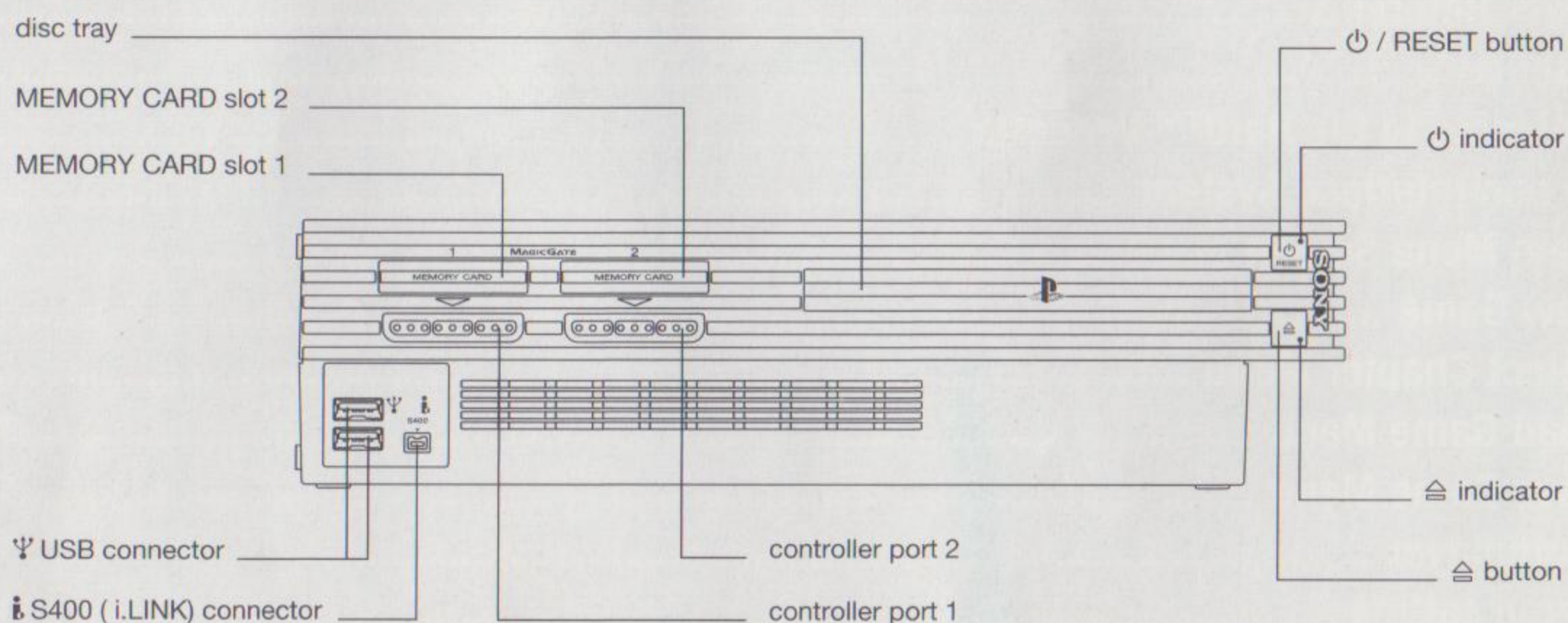
SLES-51347

1 or 2 Player • Memory Card (8MB) (for PlayStation®2): 182KB minimum • Multitap (for PlayStation®2) Compatible: 1-4 Players • Analog Control Compatible: analog sticks only • Vibration Function Compatible

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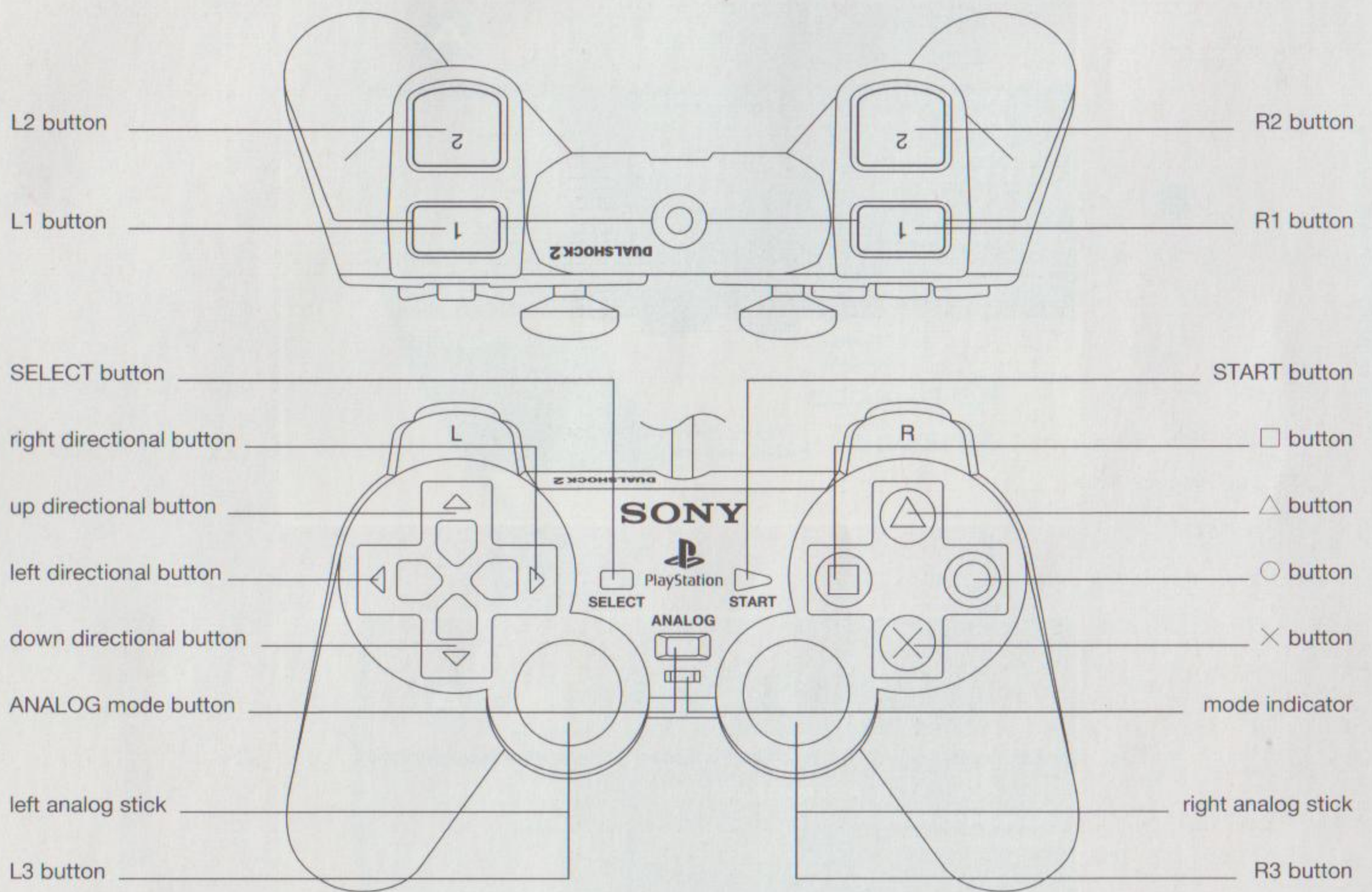
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SETTING UP



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located in the back of the console) is turned ON. Press the ⏻ /RESET button. When the ⏻ indicator is green, press the ⏻ button and the disc tray will open. Place the Die Hard Vendetta disc on the disc tray with the label side facing up. Attach game controllers and other accessories, as appropriate. Press the ⏻ button again and the disc tray will close. Follow the on-screen instructions and refer to this manual for information on using Die Hard Vendetta. It is advised that you do not insert or remove accessories once the power is on. Make sure there is enough free space on your memory card (8MB) (for PlayStation®2) before commencing play. Once the game has booted up, a language selection option appears on screen. Choose your language by scrolling through the menu options.

BASIC CONTROLS



CONTROLLER REFERENCE



INTRODUCTION

WELCOME TO DIE HARD VENDETTA.

Get ready to assume the role of Century City Police officer John McClane. This fast-paced first person shooter will have you exploring the entire city, from museums to tuna factories, in search of John McClane's daughter Lucy.

To navigate the menu system, use either the left analog stick or the Directional button to highlight the various menu items.

Press the ⊗ button to activate the currently highlighted menu item, or press the △ button to return to the previous menu.

MENUS AND INTERFACE SYSTEM

MAIN MENU SCREEN

The following options are available from the game's Main menu:

New Game: Begin a new game of Die Hard Vendetta starting from the first chapter.

Load Game: Load a previously saved game.

Save Game: Save your current game.

Multiplayer : Play head to head with 1 ~ 4 players simultaneously.

Options: Adjust the video, audio and general settings for the game.

Special Features : View the making of Die Hard Vendetta or the game credits.

NEW GAME

When starting a new game, you will go through a series of menus to define the settings for your game.

MENUS AND INTERFACE SYSTEM

GAME DIFFICULTY:

The first menu you see will be the difficulty setting. There are three difficulty modes in Die Hard Vendetta:

Die Hard: Easy

Die Harder: Normal

Die Hardest: Hard

The difficulty setting primarily affects enemy accuracy, and enemy responsiveness to stimuli such as footsteps and weapon fire. Additionally, the auto-aim window becomes smaller as the difficulty level increases. On the Die Hardest difficulty level, some player aids are disabled.

GAME SETTINGS:

The Game Settings menu allows you to set specific game options to your taste.

Controller Configuration: Choose one of the preset controller configurations.

Crosshair: Use the Left and Right directional buttons to choose which crosshair to play with.

McClane Appearance: Use the Left and Right directional buttons to choose either a left-handed or a right-handed John McClane.

Controller Settings: Fine-tune your controller.

Game Settings: Adjust auto assist controls.

Low Violence: Switch between a Low or High violence level within the game.

Start Game: Go to the Select Chapter menu.

CONTROLLER SETTINGS:

Vibration: Turn the vibration function of the controller on or off.

Turn Speed: Adjust your turning speed.

Sensitivity: Adjust the sensitivity of the left and right analog sticks.

Invert Look: Toggle vertical view orientation. If inverted, moving the right analog stick up will move your view down.

Auto Centering: Automatically return the crosshair to the center of the screen.

Motion Center: Automatically center the crosshair once you start moving.

MENUS AND INTERFACE SYSTEM

GAME SETTINGS:

This menu allows you to adjust the game settings to your taste.

Auto Weapon Switch: Automatically switch to any new and more powerful weapon you pick up during the game.

Auto Reload: Automatically reload your weapons when you run out of ammo.

Auto jump: Automatically jump off edges when you run into them. While Auto jump is on, you can still jump using the jump button. When Auto jump is turned off, all jumping is done using the jump button.

Auto Aiming: Automatically lock the crosshair onto the nearest viable target. The auto-aim window becomes smaller as the difficulty level increases.

Bullet Cam: Yes/No i.e display a track bullet in game.

SELECT CHAPTER MENU

This menu displays all of the chapters currently available to play.

When starting a new game, only Training and the first chapter will be available.

As you progress through the game and complete each chapter, the next chapter will become unlocked and added to this menu.

You can scroll through the available chapters by pressing the Left or Right directional buttons.

If you highlight a chapter you have already completed, pressing the  button will display your stats for that chapter.

To begin, highlight the name of the chapter you want to play and press the  button. You can return to the previous menu by pressing the  button.

MENUS AND INTERFACE SYSTEM

LOAD GAME MENU

To Load a saved game, you must have a Die Hard:Vendetta saved game on your memory card (8MB) (for PlayStation®2).

Select the Load Game option from the Main menu.

You can select either Memory Card slot 1 or Memory Card slot 2 to load a saved game from. Highlight your choice and press the  Button.

Use the Up or Down directional buttons to select one of the eight available save game slots you wish to load and press the  Button to make your selection.

Select "Yes" to confirm your choice, or select "No" to choose a different game.

You can return to the previous screen by pressing the  button.

SAVE GAME MENU

In order to save your progress, you need a memory card (8MB) (for PlayStation®2).

Select the Save Game option from the Main menu.

You can select either Memory Card slot 1 or Memory Card slot 2 to store your saved game. Highlight your choice and press the  Button.

Press the Up or Down directional buttons to select one of the eight available save game slots you wish to save your game to, and press the  Button to select it.

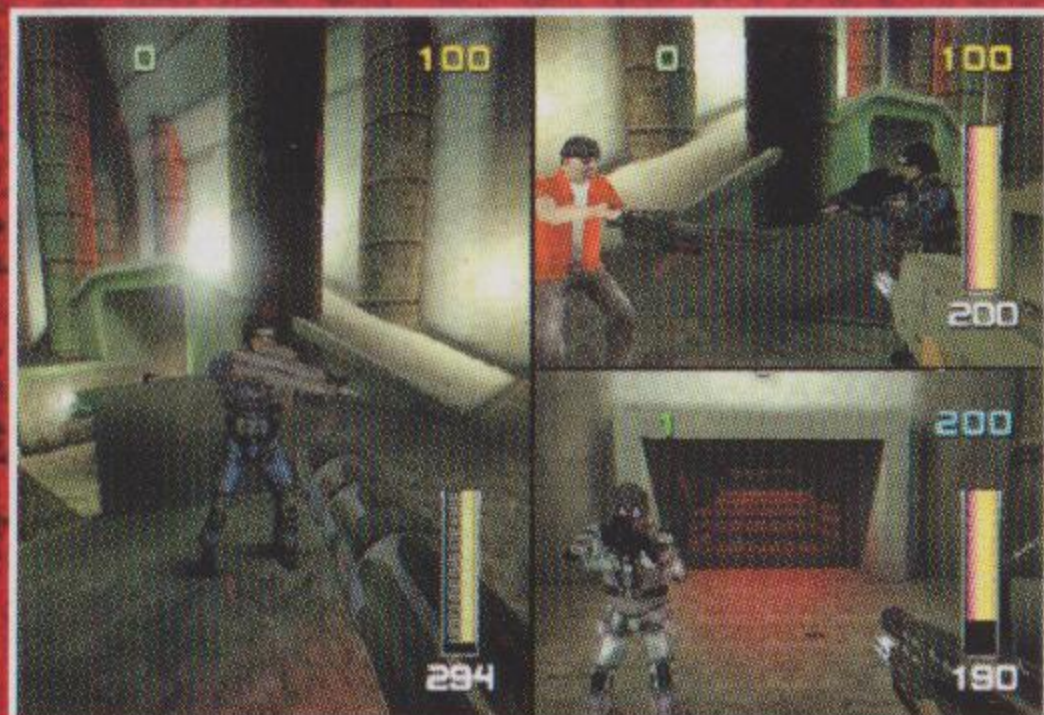
Enter a name for the saved game using the virtual keyboard. Highlight a desired letter and press the  Button to select it. Saved Game names are limited to eight characters.

When you have finished entering the name for your saved game, highlight DONE and press the  Button to save your game.

MENUS AND INTERFACE SYSTEM

MULTIPLAYER

Die Hard Vendetta allows up to four people to play various multiplayer games simultaneously via a 2 - 4 split screen. You must have a multitap (for PlayStation®2) to play multiplayer games with 3 or 4 players.



GAME TYPE MENU

Death match: Kill as many opponents as possible, the player with the highest number wins.

Team Deathmatch: Two teams go head to head, the team with the highest number of kills wins.

Capture the badge: Each team starts with a badge in their base.

Capture the opposing team's badge while trying to protect your own. The team with both badges in their base earns a point.

King of the Hill: Staying in the hot zone gains points, but outside this area you will lose points. The player with the highest score at the end of the game wins.

Badge holder: Grab the badge, hold on to it to accumulate points, the player with the highest points wins. (Unlocked through the single player game)

Fight night: So you think you're the toughest guy? Fight it out hand to hand. (Unlocked through the single player game)

GAME SETTINGS MENU

Location: Choose map on which to play

Players: Select number of players 1~4

Bots: Select to turn on or off computer AI opponents

Time Limits: Select playing time limit from 1~15 minutes

Point Limit: Select number of points limit from 1 ~ 25

Weapon Select: Customise the available weapons

MENUS AND INTERFACE SYSTEM

WEAPON SELECT

Use the left or right directional buttons to specify which weapons to use in the level or alternatively select from the various default settings

CHARACTER SELECT SCREEN:

Gangs: Choose from a total of 6 different character groups

Appearance: Select from a variety of skin types. When one is selected, it will not be available to another player

Select Name: Enter your own character name

Controls: Configure your individual controller setup.

IN GAME PAUSE MENU:

These options are only available to the player who pauses the game

Continue game: Select to continue the current game

Restart level: Restart the current level

Current rules: A reminder of the current rules for this game

My Controller setup: Reconfigure your controls.

Global setup: Reconfigure the auto assist controls

Audio setup: Reconfigure the Audio setup

Quit: Abort the current game and return back to the Multiplayer chapter select screen

MENUS AND INTERFACE SYSTEM

OPTIONS MENUS

From this menu you can adjust the Video and Audio Setup for the game :

VIDEO SETUP:

Wide Screen: Adjust the aspect ratio of the in-game display for wide screen televisions.

Split Screen: Play a 2 player game with the screen split either vertical or horizontally.

AUDIO SETUP

This menu allows you to set specific game options to your taste.

Sound FX Volume: Adjust the sound effects and speech volume.

Music Volume: Adjust the music volume.

Enable Stereo: Turn stereo sound on or off.

Swap Stereo: Change the left and right settings for stereo sound.

Show Subtitles: Toggle the use of subtitles during relevant in-game dialogue.

PAUSED GAME MENU

The following options are available by pressing the START button during the game.

Continue Game: Resume the game in progress.

Return To Check Point: Restart at the beginning of the level.

Current Objectives: View your current mission objectives.

Controller Setup: Adjust the controller configuration and the controller options.

Game Settings: Adjust the game settings.

Options: Adjust audio and video settings.

Quit: Abort the current chapter and return to the Select Chapter menu.

HEADS-UP DISPLAY (HUD)

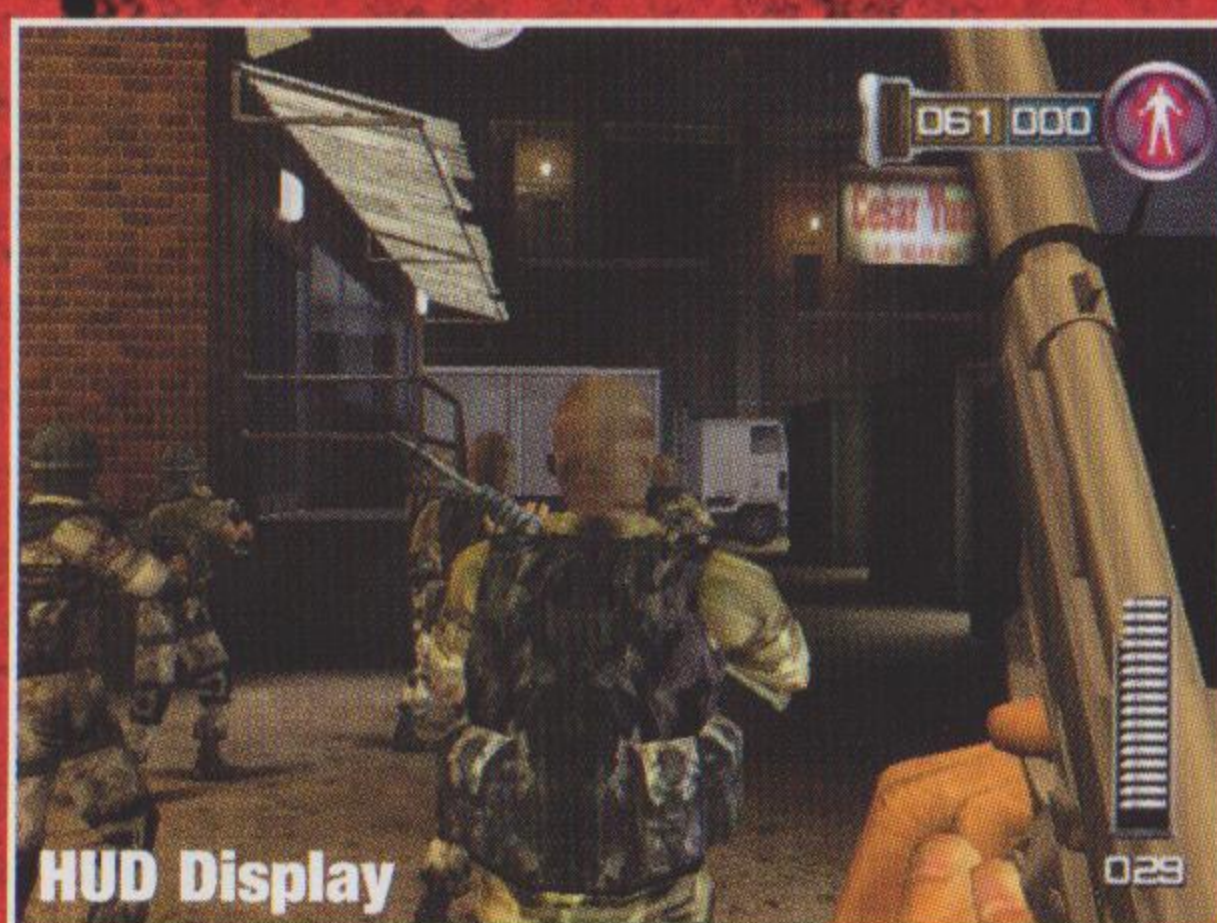
OVERVIEW

HUD: (Top left of screen) The Die Hard Vendetta HUD is organized so you can quickly and easily check your status in the middle of the wildest firefights.



It is divided into 4 main sections. Reading from left to right they are:

- The Hero Bar. This represents the amount of Hero Time you have earned.
- Your current Health. A reading of 100 is full health, a reading of zero and you're dead.
- Your current Armor value. A reading of 100 is maximum Armor.
- The Damage meter. This is used to determine where you are taking damage from, and to alert you when you are in position for other characters to be aware of your presence.



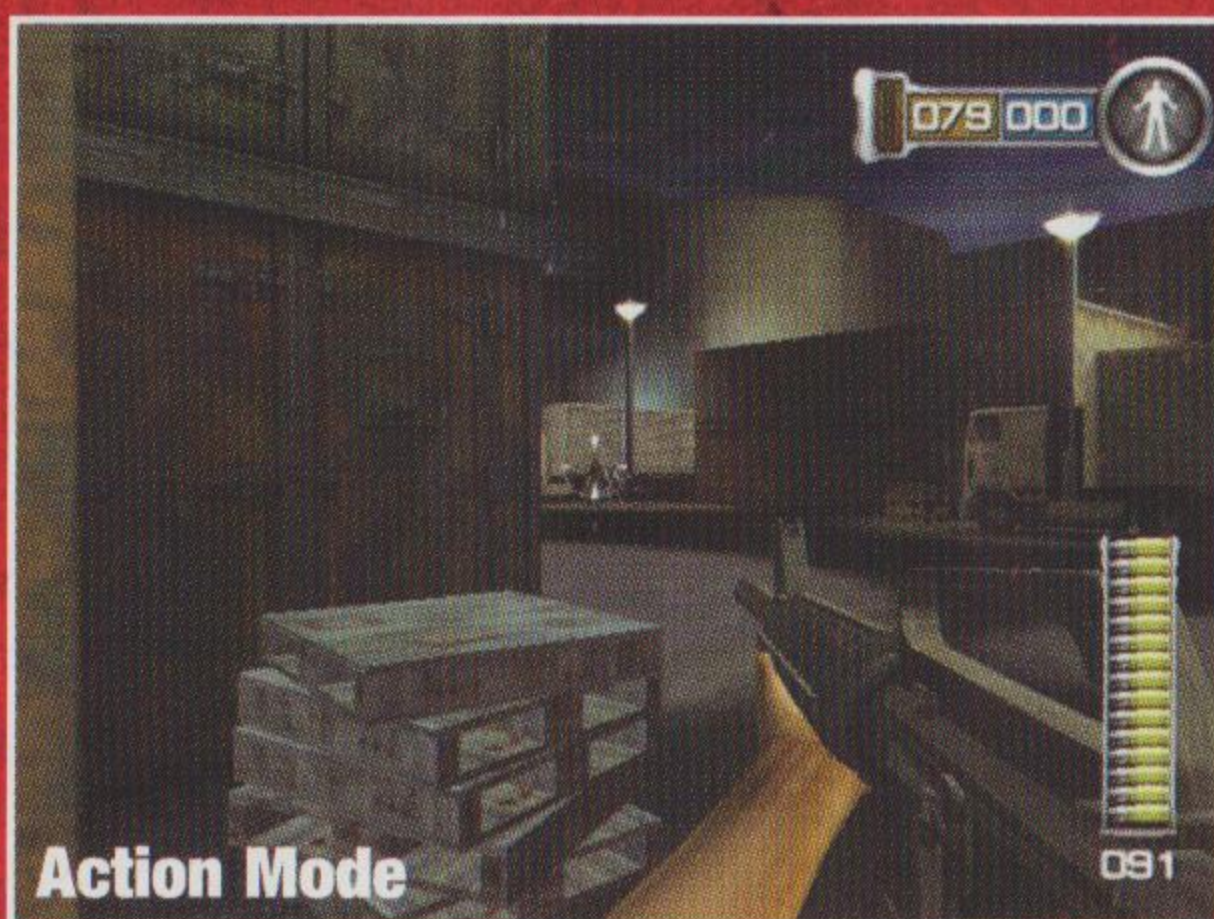
Ammo Count: (Bottom left and right of screen). The HUD also displays the contents of the clip for the currently selected weapon. If you are holding two weapons, a clip is displayed for each hand. The number underneath the clip displays the total amount of ammo that you are carrying for that weapon.

HEADS-UP DISPLAY (HUD)

ACTION AND STEALTH MODE

There are two modes that you can play the game in: Action and Stealth.

You can toggle between the two modes at any point in the game by pressing the Action/Stealth button.



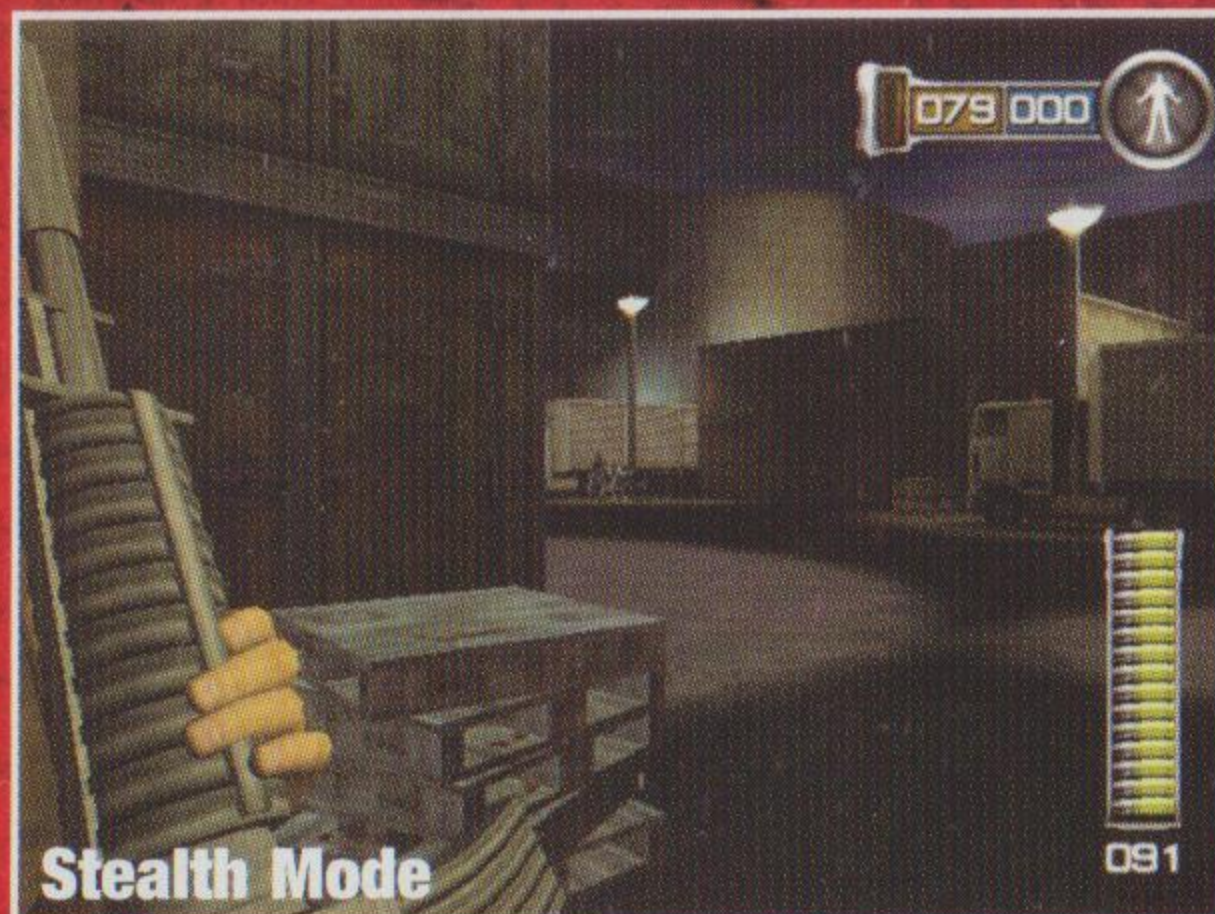
Your current mode is represented on the screen by the way you carry your weapon.

In Action mode, you point your weapon into the screen at your target, ready to shoot.

In Stealth mode, you hold your weapon to one side.

In Action mode, you move more quickly, however you make more noise and are more likely to be seen.

HEADS-UP DISPLAY (HUD)



In Stealth mode, you move more slowly, however you make less noise and are less likely to be seen.

GRABBING

Another feature built into the Damage meter is the grab control.

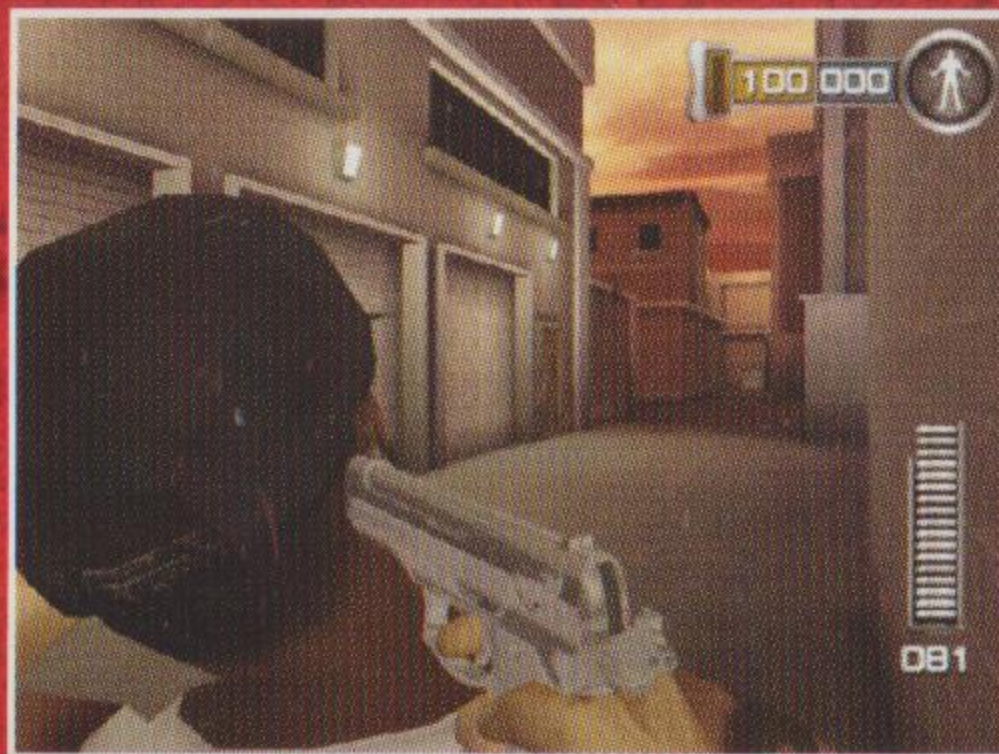
If you are holding a one-handed weapon or are just using your fists, it is possible to grab other characters within the game.

To grab someone, approach them from behind, without being seen.

When you are within range to perform a grab, a red silhouette will flash around the figure in the Damage meter.

Pressing the grab button, , will then cause you to grab the person you are standing behind, and they will be under your control. This feature will only work when the red silhouette is present.

HEADS-UP DISPLAY (HUD)



Grabbing characters is a good way to gain the upper hand in a confrontation. However, when faced with a group of enemies, be sure to grab the group leader, as they are more important to control. A group leader will be dressed differently from the others.

ARRESTING AND INTERROGATING

Once you have grabbed a suspect, you can then arrest them and their followers. Once the others have placed their weapons on the ground, walk over, with the suspect still under your control, and pick up the weapons. Doing this will automatically place them under arrest, and they will go down to their knees. To arrest the suspect that you have grabbed, press the Action button.

If the suspects are sitting up, they can be interrogated. To interrogate them, simply action on them using the  button and they may give you valuable information. When they have nothing more to say they will lean forward and wait to be picked up by other officers.



HEADS-UP DISPLAY (HUD)

HERO TIME

On the far left of the HUD is a bar representing the amount of Hero Time you currently have. You earn Hero Time throughout the game by rescuing hostages. Each time you save a civilian, more Hero Time is added to the bar.



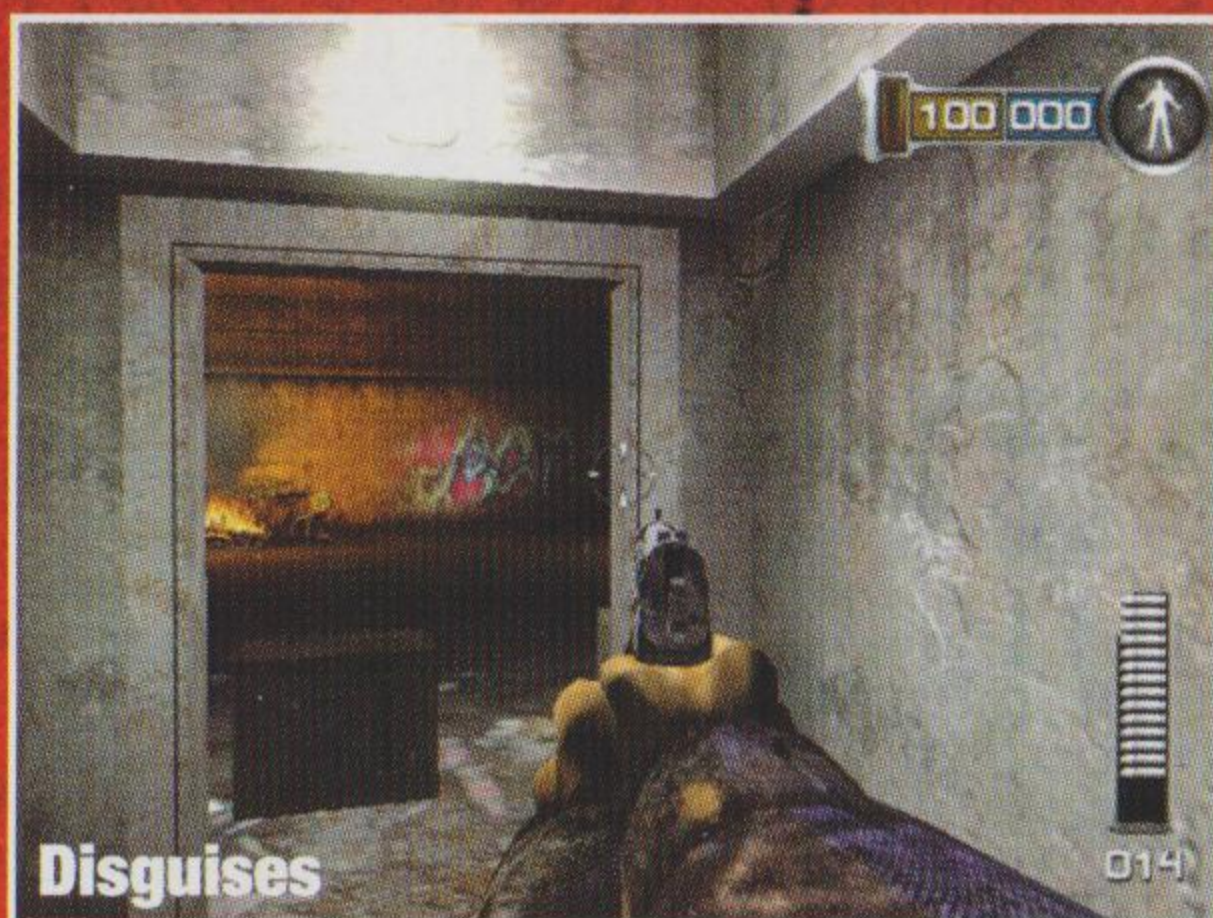
You can use your hero time at any point in the game by pressing your hero time buttons. You will remain in Hero Mode until all your Hero Time has run out.

Hero Mode is a way to tip the odds in your favor by giving you sharper reflexes. Once triggered, Hero Mode cannot be switched off until it has run its course, so use it wisely.

HEADS-UP DISPLAY (HUD)

DISGUISES

Throughout the game you can find a number of disguises that will help you on your mission. To use a disguise you have picked up access your inventory screen and select the disguise. You can tell when you are wearing a disguise by the clothing on your arms.



Wearing a disguise can sometimes allow you to bypass characters that would normally confront you.

INVENTORY AND WEAPONS

USING WEAPONS AND INVENTORY ITEMS

You will have access to a wide variety of weapons and other items as you play Die Hard Vendetta.

To select a different weapon from your inventory, press the Right directional button to access the Weapons inventory. You can now press Up or Down to cycle through your available weapons. Press the  button to select the currently highlighted weapon.



Non-weapon items are stored in the Items inventory. The Items inventory is colored differently from the Weapons inventory.

To select an item from your inventory, press the Left directional button to access the Items inventory. You can now press Up or Down to cycle through the items you are carrying. Once the item is selected, press  to use that item.

INVENTORY AND WEAPONS



Once you have brought up an inventory, you can switch to the other inventory by pressing the Left or Right directional buttons.

You can quickly cycle through the weapons you are carrying without having to bring up the weapon inventory by pressing the Up or Down directional buttons. Pressing the Up directional button will switch to the next-most-powerful weapon you are carrying. Pressing the Down directional button will switch to the next-least-powerful weapon you are carrying. Note that your weapon list cycles.

WEAPONS LIST

Below is a summary of some of the items you'll encounter, as well as the mods and ammunition available for each:

PAINTBALL GUN



While not deadly, this paintball gun is the standard police issue to get you through the yearly training evaluation.

INVENTORY AND WEAPONS

REVOLVER



Your standard police-issue weapon is a small, lightweight six-shot revolver. Standard Ammo: 9mm Full Metal Jacket ammunition.

9MM PISTOL



Gruber's commandos use this 9mm semi-automatic pistol extensively. It is reliable and packs quite a punch. It has a 17 round magazine and can be fitted with a silencer. Standard Ammo: 9mm Full Metal Jacket ammunition.

SILENCED 9MM PISTOL



This standard 9mm semi-automatic pistol becomes a powerful stealth weapon when fitted with a silencer. Standard Ammo: 9mm Full Metal Jacket ammunition.

THE ENFORCER



Packing more power than the 9mm pistol, the Enforcer is a gas-powered handgun that can do some serious damage. Standard Ammo: 50mm Full Metal Jacket Ammunition.

9MM SUBMACHINE GUN



Lightweight and deadly, the 9mm submachine gun is best used with one in each hand. Be careful though: while powerful, it goes through ammunition quickly. Standard Ammo: 9mm Full Metal Jacket ammunition.

INVENTORY AND WEAPONS

TACTICAL SUBMACHINE GUN



A vicious little 9mm, the tactical submachine gun is both simple and hardy, offering greater accuracy than the standard 9mm submachine gun. Standard Ammo: 9mm Full Metal Jacket ammunition.

ASSAULT RIFLE



Renowned for its simple design and rugged construction, this rifle is reliable and easy to maintain. It uses a 30 round magazine. Standard Ammo: 7.62 caliber Full Metal Jacket ammunition.

HIGH-POWERED ASSAULT RIFLE



Taking the power of a standard assault rifle further, this rifle offers an adjustable scope that can be used for more precise shooting. Standard Ammo: 7.62 caliber Explosive Tip ammunition.

SNIPER RIFLE



While not as rapid firing as the high-powered assault rifle, the sniper rifle is very effective for long-distance shooting. Standard Ammo: 7.62 caliber Full Metal Jacket ammunition.

COMBAT SHOTGUN



Need to cover a wide area with a single blast? Then the combat shotgun is for you. Powerful and deadly, it can blow its way through almost anything. Standard Ammo: Shotgun Shells.

INVENTORY AND WEAPONS

FLAMETHROWER



Not only can the flamethrower take out several enemies at once, they will also have a much smaller chance of shooting at you while they are on fire. Standard Ammo: Bottled Liquefied Gas.

MINI GUN



These can be found in two forms: floor-mounted and hand-held. Mini guns allow the user to lay down a lethal blanket of suppressive fire, decimating anything in their way.

CROSSBOW



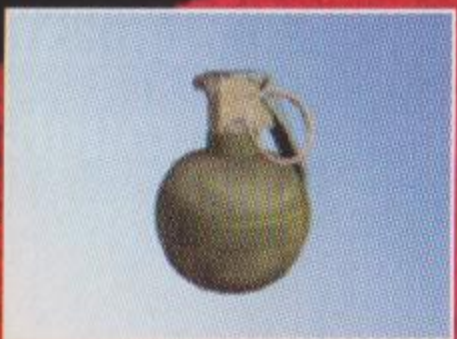
Silent and deadly, the crossbow is a very effective weapon for taking out smaller groups of mercenaries. The latest models now come fitted with sniper scopes. Standard Ammo: Crossbow Bolts.

ROCKET LAUNCHER



Heavy and slow to load, the rocket launcher is capable of mass destruction.

FRAGMENTATION GRENADE



Filled with stainless steel wire that is blown in every direction when detonated, the fragmentation grenade is a very destructive weapon.

INVENTORY AND WEAPONS

C4 AND TRIGGER



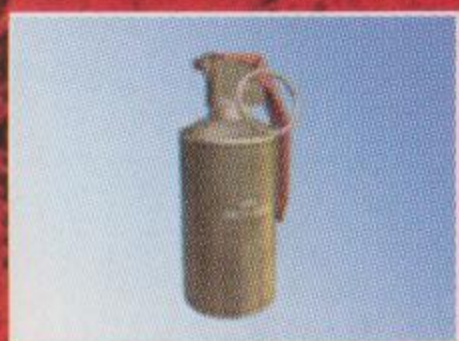
C4 with the trigger gives you the ability to set a charge where needed and detonate at will.

PROXIMITY MINE



This little explosive device has a built-in sensor that detonates the mine when anything gets too close. Be careful, as that also includes you.

RIOT GAS



While not a lethal weapon, the Riot Gas can prove very useful when trying to overcome a large group of hostile forces. The gas will temporarily blind and disorient all who come in contact with it, including you.

AMMUNITION PICK UPS

Throughout the game you will be able to pick up ammunition. If you pick up a gun you already have, you will take any ammunition left in it. The following ammunition types are available in the game:



C4

This C4 belt contains both the C4 and the trigger.



GRENADES

A belt of fragmentation grenades.

INVENTORY AND WEAPONS



PROXIMITY MINES

A belt of proximity mines.



RIOT GAS CANISTERS

A belt of riot gas canisters.

INVENTORY ITEMS

Inventory items are special powerups that you may collect while on a mission. Below are some of the items that are available in the game:

RIGEL OPTICS 3200 PRO NIGHT VISION GOGGLES



The Rigel 3200 Pro Night Vision Goggles give you a 100-yard visibility range in absolute darkness, 500 yards under partial moon. They provide you with a 37 Degree Field of View, a built-in Infra-Red Illuminator and Overlight protection circuitry.

BODY ARMOR



Be warned that certain types of damage will ignore armor completely, such as that sustained from falling or running out of oxygen.

INVENTORY AND WEAPONS

SWAT VEST



The SWAT vest not only gives you the protection of the body armor, but the added benefit that the police will know which side you're on. Of course, this means your enemies will also know which side you're on...

DISGUISES



Finding a disguise will enable you to blend in and avoid confrontation.

KEYS



Keys are always helpful for opening locked doors.

MED KIT



Keep your eyes peeled for these kits, as they are essential to survival. You can pick them up and carry them with you until needed.

PLAYING JOHN MCCLANE

TALKING TO CHARACTERS...

One of your best sources of information is the public. Try talking to the characters you meet. You can talk to any character in the game by walking up to them and pressing the Action button. Depending on their personality, they may or may not be helpful. If you don't ask, you won't know!

Some characters are more helpful than others. If you don't hear something useful, it could be that you haven't asked the right question. Keep interrogating them and eventually they might let something slip. Then again, they might not have the answers you're looking for...

PROCEED WITH CAUTION...

Sometimes running in with guns blazing isn't the best approach to take. It is possible to even the odds by being stealthy and picking off the opposition one by one. If you take the time to stakeout a stronghold, you may find a weakness in its defense.

You can move to a vantage point in Stealth mode, and then switch to Action mode to target a bad guy without blowing your cover. However, as soon as you shoot or move while in Action mode, you will be spotted.

Other characters will come and investigate noises. You can use this as a means to misdirect guards as to your true whereabouts.

PLAYING JOHN MCLANE

ON THE MOVE...

Stealth and Action modes will give you different results for actions like jumping. The faster you are going, the farther you will be able to jump.

It's easier to jump up onto things when in Stealth mode, but when jumping across things, Action mode will let you jump farther.

TO PROTECT AND TO SERVE...

You are a police officer and as such are one of the good guys. That means that you must follow certain rules and the number one rule is you can't kill innocent people. Failure to uphold this rule will result in your immediate dismissal.

It can be beneficial to capture enemies alive. Once an enemy has been cuffed, you can interrogate them, perhaps learning some useful information.

CCPD PROFILES

These files are strictly confidential records and are to remain confidential and are the property of the Century City Police Department.

JOHN MCCLANE



Former NYPD police officer John McClane transferred to Century City in order to be closer to his children after he and wife Holly divorced. Soon after the divorce, Holly was transferred to the Nakatomi offices in Japan, leaving John as the sole parent.

Since the divorce, John has taken a quieter position in the department, spending most of his time behind a desk.

LUCY MCCLANE



Daughter of John McClane and new graduate of the police academy, we have high hopes for Lucy's future with the department. She has proven to be a levelheaded individual who handles herself well in tense situations. Hopefully, she will become a star police officer in our ranks.

CAPT. AL POWELL



Al Powell has risen to the rank of Captain in the Police Department. Under his guidance, the CCPD has been able to clean up the department and move forward from our inconsistent and rocky past.

CCPD PROFILES

DICK THORNBERG



This fast-talking, ambulance-chasing, tabloid reporter has had numerous run-ins with the Police Department. He has been booked for obstruction of justice several times, and has made a career out of highlighting every problem and scandal within the department. Recently, he has taken a position as a reporter with the Hollywood Entertainment Network, H.E.N. Hopefully his new job will keep him away from the police.

PIET GRUBER



Son of the notorious Hans Gruber, Piet is a spoiled, philandering playboy. While his quest for the good life keeps him very busy, we are keeping tabs on him.

JACK FRONTIER



Jack Frontier, the ex- Hollywood hard man has been keeping a low profile since the critical panning of his last film. However, rumors abound that through his CIA and military background, he is taking a new direction as muscle for hire. Police Department internal memo: mark down for extra surveillance.

CCPD PROFILES

MARLIN



A known ex-associate of Piet Gruber, Marlin has been in hiding since the failed hijacking of an Oil Tanker in the Persian Gulf, where she was positively identified as one of the main perpetrators. Intelligence sources believe she may have entered the country through Mexico, though her exact location is unknown. If spotted, approach with extreme caution.

NITRIC



Explosives expert. Nitric has spent more time inside prison than out of it. However, while inside, he accumulated an in-depth knowledge of bomb making. With his complete disregard for authority and the well-being of others, Nitric is a very dangerous individual. Fortunately, we currently have him in custody for a traffic misdemeanor.

CHRISTOPHE VON LABEN



Von Laben is the current curator at a prestigious Los Angeles art museum he has been known to travel in the same circles as Gruber. While investigations have not found anything more to their relationship than art, we are still keeping them both under observation in connection with some high level art thefts.

CREDITS

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DIE HARD™ VENDETTA

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Daniel J. Dobson, Mario Aguera, Dominic Giles,
Mark Bendon, Ainurazmi Ainuddin, John
McCarten, Leigh White

AI Programming - Darren Ward, Dominic Giles
Audio Programming - Jon Head, Peter Hennig

Programming - Peter Crossley,
Richard Crowder, Shaun Don, Steve Clark

ARTISTS

Lead Artist - Derek Siddle
Artists - Richard Cawte, Matthew Cawte, Alan
Grier, Mark Robinson, Jason Parkinson, Kristof
"Tenshu" Romagnoli
Animation - William DuToit, Lucien Hoare
Design and Dialog - Mario Aguera, Danny Carr
Level Construction - Derek Germain, Tony
Rogers, James Glanville, Danny Carr

CREDITS

SOUND AND MUSIC

Sound Design and Music - Frank R. Favre

Additional Music - Dylan Beale, Giedrius Kudzinskas

Additional Engine and Tools Programming
Jérôme Muffat-Méridol, Nathanael Presson,
Frederic Villain

QUALITY ASSURANCE

QA Lead - Steve Cox

Internal Testing - Stephen Hallett

Financial Director - Rob Hakim

SPECIAL THANKS

Leanne Leigh, Annette Mahoney, Rhys Cadle,
Neil Dejyothin, Jose Aller, Mathew Nagy

SPECIAL APPEARANCE BY

Reginald Vel Johnson

As the voice of Captain Al Powell

CAST IN ALPHABETICAL ORDER:

Michael Blanchard, Jesse Donahue, Joe Finetti,
Richard Greene, Dylan Haggerty, Stacey Klass,
David Lelyveld, Brad Lockerman, Jenna
Marcari, Michael McGuinness, Cutter Mitchell,
Arabian Nazel, Brian Peck, Gabe Rutman, Perry
Zombolis

RECORDED AT ASYLUM STUDIOS

www.asylumstudio.com

Engineered by - Gabriel Mann

Motion Capture Acting / Stunt Work

Motion capture performed by Steen Young at
Bits Studios Ltd, London.

Mozart: Piano Concerto No. 21 K.267 - Andante
- *Courtesy of HNH International Ltd.*

Beethoven: Symphony No. 9 Op.125 - 4th
Movement - *Courtesy of HNH International Ltd.*

Sounds courtesy of MVSOS Master Set
Loops courtesy of Spectrasonics' Liquid
Grooves

WORKS OF ART:

Supper at Emmaus, *Rembrandt (1648)*

David and Jonathan, *Rembrandt (1642)*

Holy Family, *Rembrandt (1640)*

Portrait of a Lady with an Ostrich-Feather Fan,
Rembrandt (c. 1660)

The return of the prodigal son, *Rembrandt (c. 1662)*

Portrait of an Old Man, *Rembrandt (1665)*

Man with a Magnifying Glass, *Rembrandt (c. 1668)*

Joseph Accused by Potiphar's Wife, *Rembrandt (1655)*

Hendrickje Bathing in a River, *Rembrandt (1654)*

Jan Six, *Rembrandt (1654)*

The Mill, *Rembrandt (1650)*

Nicolaes Ruts, *Rembrandt (1669)*

The Raising of Lazarus, *Rembrandt (1630)*

Self Portrait, *Rembrandt (1669)*

The Feast of Belshazzar, *Rembrandt (1635)*

Self Portrait, *Rembrandt (1629)*

The Blinding of Samson, *Rembrandt (1636)*

CREDITS

SIERRA ENTERTAINMENT / VIVENDI UNIVERSAL PUBLISHING

Executive Producer - Bill Dugan
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Director of Marketing - Lee Rossini
Brand Managers - Mike Rodgers, Rozita Tolouey
Vice President Studios - Rich Robinson
VP of Marketing - Barbara Schwabe
Network Development - Mike Nicolino
Production Services Manager - Julie Pitt
PR Manager - Sarita Churchill
QA Director - Gary Stevens
QA Supervisor - Ken Eaton
QA Test Lead - Tharlie Richardson
Manual Design (US) - Sweeney Designs
Online Marketing Manager - Guy Welch
Product Certification Directors - Rod Shean, Randy Linch
Product Certification Leads - Chris Rooker, Brandon Valdez, Cyra Talton
Product Certification Engineers - Richard Benavides
Product Certification Tester - Ben Chan
Trade Marketing Manager - Mary Barker

SPECIAL THANKS

Mike Ryder, Peter Della Penna, Julie Daino, Molly O'Brien, Adam Lumsden, Eric Roeder, Tracy Gibbs, James Shaw, Erin Alvarez, Ryan Spain

VIVENDI UNIVERSAL GAMES INTERNATIONAL CREDITS

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Christophe Ramboz
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Senior Vice President - Marketing and Strategy

Pierre Lansonneur
Senior Vice President- Finances

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Stephen Loveday
Business Development Manager

Jose Aller
Senior Producer

MARKETING TEAM

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Lucile Bousquet
Senior Product Manager

PUBLISHING TEAM

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Sophie Mauger
Publisher

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Fabien Tisle
Operations Deputy Director Europe

Melissa Brown
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International PR Manager

DIRECT MARKETING TEAM

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Managing Director

Flavie Gufflet
Localisation Manager

Jim Clarke
Project Manager

Diego Crescenzo
Ronan O'Laire
Darragh O'Regan
David Lopez
Boris Rabel
Thorsten Heinze
Jose Luis Vazquez Vicente
QA

CUSTOMER SERVICES

TECHNICAL SUPPORT/CUSTOMER SERVICE

Tel: 08456 023 057 Monday-Friday, 9:00 A.M. - 5:00 P.M.

Fax: (0118) 987 5603

Lines open 24 hrs, 365 days a year, using our automated technical support attendant. This system includes answers to all commonly posed questions and problems with our new and major titles. It is set up in a friendly and easy to use menu system that you navigate through using a touch tone telephone. If the answer to your question is not in our automated system, then you will be transferred to a technician between the hours of 9am and 5pm Monday to Friday.

If you would prefer to write to us, please send your mail to:

Vivendi Universal Games UK

Customer Services / Mail Order / Tech Support Department

PO Box 2510, Reading, RG2 0ZJ

United Kingdom

**

Hintline: 09063 63 62 61 (UK callers only)

24hr automated service. Calls cost 60p/min from landlines.

For Technical Support enquiries in Australia

Phone: 1902 222 213

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• **Belgique/België/Belgien** ————— **011 516 406** —————

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• **Danmark** ————— **33 26 68 00** —————

Man-Torsdag 9-16.30 Fre 10-15. Ring venligst kun til disse kundeservicenumre vedrørende hardwaresupport til PlayStation-produkter.

• **Suomi** ————— **0600-411911** —————

17.00-21.00 ma-to, 0.79 Euro/min. Tätä asiakaspalvelunumeroa voi käyttää vain PlayStation-tuotteiden laitteistotukeen liittyvissä kysymyksissä.

• **France** ————— **0820 31 32 33** —————

Prix d'un appel local - ouvert du lundi au samedi. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation.

• **Deutschland** ————— **01805 766 977** —————

0,12 Euro/minute. Rufen Sie diese Kundendienstnummern bitte nur an, wenn Sie Hardware-Support für PlayStation-Produkte benötigen.

• **Ελλάδα** ————— **(00 301) 677 7701** —————

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• **Ireland** ————— **0818 365065** —————

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• **Israel** ————— **09 971170** —————

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• **Italia** ————— **848 82 83 84** —————

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• **Malta** ————— **21 344700** —————

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• **Nederland** ————— **0495 574 817** —————

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• **Norge** ————— **820 75 050** —————

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• **Portugal** ————— **707 23 23 10** —————

Contacte-nos através destes números de Assistência ao Cliente para obter assistência técnica (hardware) apenas para produtos da PlayStation.

• **España** ————— **902 102 102** —————

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www.diehardvendetta.com



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DIE HARD: VENDETTA

Enter the following codes at the main menu. A message will appear at the bottom of the screen to confirm that the code has worked.

Cheat	Code
Invincibility	L1, R1, L1, R1, L1, R1, L1, R1
Unlimited ammo	L2, L2, L2, L2, L1, R1
Flame on	○, △, □, ○, △, □
Liquid metal textures	□, △, ○, □, △, ○
'Big head' mode	R1, R1, L1, R1
'Small head' mode	L1, L1, R1, L1
'Pin head' mode	□, ○, △, □, ○, △
Exploding fists	R1, R1, △, □, ○, R1, R1
Hot fists	L1, L1, ○, □, △, L1, L1
'I Got The Power' mode	L2, ○, L2, ○, L2, ○

Unlock all levels

On the main menu, press **L2**, **R2**, **←**, **→**,
←, **→**, **←**, **→**, **↓**, **↓**, **↑**, **↑**, **↓**, **↑**.

EXTREME G-3

Enter the following codes at the main menu. A message will appear to show that they have worked.

Cheat	Code
Unlock StarCom team	L1 , L2 , R2 , R1 , R1 , R2 , L2 , L1
Unlock all tracks	L1 , L1 , L2 , L2 , R2 , R2 , R1 , R1 , L1 + R1 + L2 + R2
Unlimited shields	L1 + R1 , L2 + R2 , L1 + L2 , R1 + R2
Unlimited turbo	L1 + R1 , L2 + R2 , L1 + R1 , L2 + R2
Extreme lap challenge	L1 , L2 , L1 , R1 , L1 , R2 , L1 + R1 , L2 + R2
Double prize money	L1 , L2 , R2 , R1 , R1 ,